



BARD COLLEGES

HOMEBREW

Ten new Colleges for the Bard Class
in the World's Greatest Roleplaying Game

BARD COLLEGE

Upon reaching 3rd level, a bard gains the Bard College feature. The following options are available to a bard, in addition to those presented in the *Player's Handbook*: the Colleges of Anarchy, Command, the Crossroads, Drama, Eulogies, Fools, Glory, Radiance, Revelry, and the Wilds.

THE COLLEGE OF ANARCHY

While most bards use their skill with words to entertain and support, some choose to spread confusion, misinformation, and distrust. Though they reject the idea of leaders, some discordant bards join the College of Anarchy, a leaderless association of misanthropes that study the magic of chaos.

COLLEGE OF ANARCHY FEATURES

Bard Level Feature

3rd	Sower of Discord, Bewildering Whispers
6th	Pandemonium
14th	Reign of Chaos

SOWER OF DISCORD

When you join the College of Anarchy at 3rd level, you gain the skills to better sow chaos amongst your foes. You gain proficiency with disguise kits, forgery kits, and thieves' tools.

BEWILDERING WHISPERS

Starting at 3rd level, you learn to spread confusion in the midst of battle. When a creature within 60 feet that can see or hear you makes an attack roll, you can use expend a bardic inspiration as a reaction, forcing it to make a Wisdom saving throw. On a failed save, the creature must use their attack against another creature of your choice within their reach.

PANDEMONIUM

Beginning at 6th level, your Countercharm exudes chaotic magic. When you use your Countercharm, you can force a creature within the effect to make a Wisdom saving throw. On a failed save, roll a d10. The target suffers the effect from the Pandemonium table until the end of your Countercharm.

A creature suffering from this effect can make a Wisdom saving throw at the start of each of its turns, ending the effect on a success. Once a creature succeeds on their saving throw they are immune to this feature for the next 24 hours.

REIGN OF CHAOS

You have mastered the chaotic magic that is the source of your power. At 14th level you learn the *confusion* spell, but it doesn't count against your total number of Spells Known. If you already know *confusion*, you learn another enchantment spell of your choice from the bard spell list.

As a bonus action on your turn, you can expend a bardic inspiration to cast *confusion* with the following changes:

- You can only target one creature with the spell.
- The spell doesn't require your concentration, but you cannot have more than one instance of the spell active.
- When a creature makes a saving throw to resist the effects of this spell you can expend a bardic inspiration to impose disadvantage on its saving throw.



PANDEMONIUM

d10	Effect
1	They retreat into their mind and are Paralyzed. The effect ends early if they take damage.
2	They are Incapacitated and convinced that their allies are secretly plotting against them.
3	They are Frightened of the closest creature and use their turn to flee from it.
4	They cannot speak or cast spells and they feel if they open their mouth their voice will escape.
5	They experience vivid hallucinations and have disadvantage on all attack rolls.
6	They are highly suggestible and do anything they are told to do that isn't self-destructive.
7	They experience insatiable hunger and use their action to eat anything they can.
8	They use their turn to repeat their previous turn or action to the best of their ability.
9	They shake wildly and have disadvantage on all Strength and Dexterity checks and saving throws.
10	Their eyes turn inky black and they are completely blinded and deafened.



COLLEGE OF COMMAND

Bards who join the College of Command learn to draw upon their strong personality and confidence to inspire others to feats of heroism in battle. Rather than use their abilities to empower themselves, they bring out the best in their allies.

For some Commander bards, their days of gallant heroism are long behind them and it is time to pass the torch the next generation. For others, they lead their soldiers from the front lines, issuing orders and drawing swords alongside them.

COLLEGE OF COMMAND FEATURES

Bard Level Feature

3rd	Tactical Training, Inspiring Commands
6th	Gallant Leader
14th	Emboldening Orders

TACTICAL TRAINING

You have trained your body for battle and honed the strategic instincts of your mind. Upon joining this College at 3rd level, you gain proficiency with medium armor, shields, and all martial weapons that lack the heavy property.

In addition, you gain proficiency with two gaming sets of your choice, and you can add double your proficiency bonus to any ability check that uses these gaming sets.

INSPIRING COMMANDS

Starting at 3rd level, you can use an action on your turn to expend a bardic inspiration and issue one of the following Orders to a creature within 60 feet that can hear you:

Attack Order. Your Order emboldens an ally to take the offensive. The next time the creature targeted by this Order takes the Attack action before the start of your next turn, they can make one additional weapon attack as part of that action.

Defensive Order. Your Order motivates an allied creature to better protect themselves. Until the beginning of your next turn, the target of this Order gains a bonus to their Armor Class equal to your bardic inspiration die.

Rallying Order. Your Order provides strategic insight to an ally moving about the battlefield. A creature targeted by this Order can use their reaction to immediately move up to their full movement speed without provoking opportunity attacks.

Steadfast Order. Your Order inspires creatures to stand their ground and give no quarter. A creature targeted by this Order can add your bardic inspiration die to any Strength or Constitution checks or saving throws they make before the beginning of your next turn.

GALLANT LEADER

You have learned to seamlessly fight with your allies on the field of battle while still issuing potent Orders. Beginning at 6th level, when you use your action to issue an Order, you can make one weapon attack as a bonus action on that turn.

In addition, you have advantage on saving throws to resist the charmed and frightened conditions.

EMBOLDENING ORDERS

Your confident Orders embolden your allies. Starting at 14th level, any creature you target with an Order gains temporary hit points equal to your bardic inspiration die.





THE COLLEGE OF THE CROSSROADS

While most bards are naturally skilled musicians, singers, or storytellers, some gain their talent through more nefarious means. Known informally as the College of the Crossroads, this organization is named for the traditional location where such mortal bargains are made. An agreement with a devil, demon, or other denizen of the lower planes is but the start of such a bard's quest for personal power and fame.

COLLEGE OF CROSSROADS FEATURES

Bard Level Feature

3rd	Infernal Musician, Forbidden Arcana
6th	Eldritch Recovery
14th	Otherworldly Virtuoso

INFERNAL MUSICIAN

You have gained strange and sinister skills at the Crossroads. When you join this College at 3rd level, you gain proficiency in the Performance skill and you learn to speak, read, write, and sing in Infernal, the language of Devils.

In addition, whenever you make a Charisma (Deception), Charisma (Performance), or Charisma (Persuasion) check that incorporates Infernal speech or lyrics you gain a bonus to your roll equal to your bardic inspiration die.

FORBIDDEN ARCANA

Your nefarious dealings with the lower planes have granted you access to dark and wicked magics. Starting at 3rd level, when you learn a bard spell you can choose the new spell from either the warlock or the bard spell list. Any spell you learn from this feature becomes a bard spell for you.

ELDRITCH RECOVERY

Beginning at 6th level, you can draw upon the dark arts to regenerate your magical potential, much as a warlock does. When you finish a short rest, you can regain one expended bard spell slot. The level of the spell slot you recover cannot exceed your Charisma modifier (minimum of 1st-level).

If you use this feature during a short rest then you do not gain the benefits of your Song of Rest.

OTHERWORLDLY VIRTUOSO

You have come to master the Infernal power that flows within you. Beginning at 14th level, when you cast a bard spell with a verbal component you can expend a bardic inspiration to enhance the spell in one of the following ways:

Emboldening Melody. If the spell restores hit points, one target regains additional hit points equal to your Charisma modifier. All targets of the spell have advantage on the first attack roll, ability check, or saving throw they make.

Infectious Tune. If the spell requires concentration, you have advantage on the first Constitution saving throw you make to maintain concentration on the spell.

Resounding Note. If the spell deals damage, you can choose for it to become thunder damage. Large or smaller creatures effected by the spell must make an (additional) Strength saving throw. On a failed save, they fall prone.

OPTIONAL RESTRICTION: FIDDLES ONLY

If available in your game, the College of Crossroads should be exclusive to bards who use a fiddle or other stringed instrument as a spellcasting focus.





THE COLLEGE OF DRAMA

Long have the performing arts been a favorite pastime for people of all walks of life. Performers and thespians use the stage to tell stories that while fictional, can reveal great truths about life, death, and the struggles in between. The Muse, the ancient spirit of inspiration, moves the hearts of these actors, both great and small, to give their all in every performance.

COLLEGE OF DRAMA FEATURES

Bard Level Feature

3rd	Channel the Muse, Thespian's Craft
6th	Soliloquy
14th	Final Curtain

CHANNEL THE MUSE

When you adopt the College of Drama at 3rd level, you can channel the Muse to magically manifest two different masks. One, a laughing mask of comedy, the other, a weeping mask of tragedy. At the end of a long rest, you choose which mask you wish to manifest, gaining abilities based on your choice.

Mask of Comedy. You use your talent for the dramatic to inspire your allies in combat. As a reaction, when a friendly creature within 30 feet is forced to make a saving throw, you can expend a bardic inspiration die, adding it from the result of their saving throw. You can use this reaction after they roll, but before you know whether they succeed or fail.

Mask of Tragedy. Your flair for tragedy allows you to inflict sorrow upon your foes. As a reaction, when a creature within 30 feet is forced to make a saving throw, you can expend a bardic inspiration die, subtracting it from the result of their saving throw. You can use this reaction after they roll, but before you know whether their roll succeeds or fails.

THESPIAN'S CRAFT

At 3rd level, you gain the skills of a master stage performer. You gain proficiency in both Performance skill and disguise kits. If you are already proficient in Performance you instead gain proficiency in another skill of your choice.

Also, while you are wearing a disguise, you have advantage on any Charisma (Performance) checks you make.

SOLILOQUY

Your ability to deliver impassioned performances empowers your Countercharm. Starting at 6th level, your Countercharm gains additional effects, based on the mask you are wearing:

Mask of Comedy. The sound of your Countercharm inspires great deeds. Creatures of your choice that can hear your Countercharm gain temporary hit points equal to your Charisma modifier (minimum of 1) at the start of each of their turns. In addition, they add 1d4 to any ability checks or attack rolls they make while they hear your Countercharm.

Mask of Tragedy. Your Countercharm undermines your enemies' resolve. Creatures of your choice that can hear your Countercharm have disadvantage on saving throws to resist being charmed and frightened, and they must subtract 1d4 from any ability checks or attack rolls they make.

FINAL CURTAIN

The Muse grants you the ability to enthrall death itself, if only for a short while. Upon reaching 14th level, your masks gain the following features while you are wearing them:

Mask of Comedy. You can bring allies back from the brink of death. As a reaction when a creature you can see within 30 feet makes a death saving throw, you can expend a bardic inspiration die to make a Charisma (Performance) check, substituting the result of your roll for their death saving throw. If the result is 20 or greater, the creature regains hit points equal to your Charisma modifier (minimum of 1).

Mask of Tragedy. You can bargain with death itself for more time. When you fall to 0 hit points, you can expend a bardic inspiration die to make a Charisma (Performance) check before you fall unconscious. If the result of your roll is a 20 or greater, you fall to 1 hit point instead of 0.

DRAMATIC SPELLCASTING FOCI

When you create a College of Drama bard, you might consider using a spellcasting focus other than an instrument. Maybe your performer carries a special prop; like a fake skull, a wooden sword, or a significant item from their debut performance.



THE COLLEGE OF EULOGIES

Bards are masters of eliciting all types of emotion. They use their musical magic to make audiences feel longing for places they have never been and love for people long dead. Those who join the College of Eulogies have a fondness for the more negative emotions: grief, sorrow, and horror. They take their name from the speeches typically delivered in memory of the deceased, for they see themselves as bringers of death.

Combined with a talent for necromancy magic, Eulogy bards wield the power of fear and despair to fill their foe's hearts with horror and bind restless spirits to their will.

COLLEGE OF EULOGIES FEATURES

Bard Level Feature

3rd	Bardic Dirge, Lament for the Dead
6th	Restless Spirit
14th	Infectious Despair

BARDIC DIRGE

You wield the melancholic magic of negative emotions, and can use it to inflict minor curses. Starting at 3rd level, when a creature within 60 feet who can hear you, makes an attack roll, ability check, or saving throw, you can expend a bardic inspiration as a reaction to impose disadvantage on their roll.

LAMENT FOR THE DEAD

When you join the College of Eulogies at 3rd level, you steep yourself in the lore magic associated with death. Whenever you make an ability check to recall knowledge about rituals related to death, undead, or the magic of necromancy, you can add double your proficiency bonus to your roll.

Also, whenever you learn a bard spell, you can choose to learn a necromancy spell of your choice from any spell list.

RESTLESS SPIRIT

At 6th level, you can summon and bind the Restless Spirits of those who died with unfinished business. At the end of a long rest, you can perform a short ritual that summons such a spirit. A Spirit bound in this way is friendly to you, obeys your commands, and uses the Restless Spirit stat block. The stat block uses your proficiency bonus (PB) in several places.

In combat, the Spirit acts during your turn. It can move and use its reaction on its own, but the only action it takes is the Dodge action, unless you used a bonus action on your turn to command it to take an action from its stat block, or another action. If you are incapacitated, it takes any action it chooses.

If your Spirit was destroyed within the last hour, you can expend a spell slot of 1st-level or higher. After 1 minute, it returns from beyond the veil with all its hit points restored.

INFECTIOUS DESPAIR

The sadness and despair that you inflict upon your enemies clings to them until it exacts its toll. Beginning at 14th level, when you use your Bardic Dirge reaction on a creature, and that creature succeeds on its roll despite the disadvantage, they have disadvantage on the next attack roll, ability check, or saving throw they make as well.

Regardless of the outcome of the second roll, this feature ends after their next attack roll, ability check, or saving throw.



RESTLESS SPIRIT

medium undead, unaligned

Armor Class 13 + PB (natural armor)

Hit Points 5 + five times your bard level
(the spirit has a number of hit dice [d8s] equal to your bard level)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	14 (+2)	15 (+2)	10 (+0)	14 (+2)	11 (+0)

Damage Resistances necrotic

Conditioned Immunities frightened, grappled

Senses darkvision 60 ft., passive Perception 12

Languages the spirit understands the languages you speak, but it cannot speak itself

Misery's Company The spirit has advantage on any attack rolls against creatures frightened of it.

Mournful Wail. The Spirit sings a sorrowful song. A creature of your choice within 30 feet that can hear it must succeed on a Wisdom saving throw against your spell save DC or be frightened of the Spirit for 1 minute. The frightened creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Spirit Bond. You can add your PB to any ability check or saving throw that the spirit makes.

Actions

Spectral Weapon. *Melee Weapon Attack:* your spell attack modifier to hit, reach 5 ft., one target. *Hit:* 1d8 +2 +PB necrotic.



COLLEGE OF FOOLS

Bards who join the College of Fools use crude stories, daring acrobatics, and cutting jokes to entertain audiences, ranging from the crowds in a tavern to the nobles of a royal court. Where other bards seek out forgotten lore or tales of epic bravery, Fools ferret out embarrassing and hilarious stories of all kinds. Whether telling the tale of a stable hand's affair with a duchess or a mocking satire of a paladin's innocence, a Fool never lets social decorum get in the way of truth.

Fools adventure to undermine the plans of the powerful and arrogant. Among bards, Fools are unmatched acrobats, and their ability to tumble, dodge, leap, and climb makes them slippery opponents in battle.

COLLEGE OF FOOLS FEATURES

Bard Level	Feature
3rd	Satirical Theatrics, Tumbling Fool
6th	Sharp Tongue, Sharper Wit
14th	Fools Luck

SATIRICAL THEATRICS

When you adopt the College of Fools at 3rd level, you gain the skills necessary to pass as a bumbling nincompoop. You gain proficiency in the Acrobatics and Slight of Hand skills. If you are already proficient in either of these skills you instead gain proficiency in Deception or thieves' tools.

In addition, whenever you make a Dexterity (Acrobatics) or Dexterity (Sleight of Hand) check, you gain a bonus to your roll equal to your bardic inspiration die.

TUMBLING FOOL

Your training allows you to move about in strange and bizarrely entertaining ways. Starting at 3rd level, you can take the Dash action as a bonus action on your turn. When you take the Dash action, you gain the following benefits, which last until the end of your current turn:

- Opportunity attacks against you are made at disadvantage.
- You gain a climbing speed equal to your movement speed.
- You reduce any falling damage you take by an amount equal to your bard level + your Charisma modifier.

SHARP TONGUE

At 6th level you learn the *vicious mockery* cantrip, but it doesn't count against your total number of Cantrips Known. If you already know *vicious mockery* you learn another bard cantrip of your choice. When you damage a creature with *vicious mockery*, you gain a bonus to the damage roll equal to your Charisma modifier (minimum of +1).

SHARPER WIT

Starting at 6th level, when a creature that you can see targets you with a weapon or spell attack, you can use your reaction to cast *vicious mockery* targeting the attacker. If the attacker fails their saving throw, they must choose another target within range of their attack. If there are no other creatures in range then their weapon or spell attack misses.

You can cast *vicious mockery* as a reaction a number of times equal to your Charisma modifier (minimum of once), and you regain all expended uses when you finish a long rest.

FOOLS LUCK

You have reached the pinnacle of the satirical performing arts. Upon reaching 14th level, you can combine your bardic magic with foolish antics to manipulate luck. When you make an ability check, attack roll, or saving throw with advantage, you can choose to automatically fail in comical fashion.

Once you've used this ability to purposefully fail, you gain 1 point of Fools Luck. You can have a number of points of Fools Luck equal to your Charisma modifier (minimum of 1). Any unused Fools Luck fades at the end of your next long rest.

When a creature within 30 feet that can hear you, makes an attack roll, ability check, or saving throw, you can use your reaction to expend a charge of Fools Luck and impose advantage or disadvantage (your choice) on the roll.

UA: COLLEGE OF SATIRE

The College of Fools presented here is based on an archived Unearthed Arcana subclass for the bard, the [College of Satire](#). The College of Fools has been updated both thematically and mechanically to be in line with the officially published Bard Colleges.





COLLEGE OF GLORY

Bards are known for telling the tales and ballads that laud the heroic action of others. While most are satisfied with this role, others strive to be the hero themselves. Many brave bards have joined the College of Glory for such a reason.

Valuing bravery and decisive action above all, members of the College of Glory strive to emulate the heroes of legend. Augmented by their magic, Glory bards cultivate larger than life persona and hone their physical abilities to match.

COLLEGE OF GLORY FEATURES

Bard Level Feature

3rd	Heroic Stature, Glorious Purpose
6th	Extra Attack
14th	Hero of Legend, Paragon of Glory

HEROIC STATURE

You have decided to become the hero that other bards will sing of. Beginning at 3rd level, you gain the following benefits when you are not wearing armor or wielding a shield:

- Your bravery protects you. Your Armor Class is equal to 10 + your Strength modifier + your Charisma modifier.
- Your unarmed strikes deal bludgeoning damage equal to your bardic inspiration die + your Strength modifier.
- When you make a Strength (Athletics) check or roll damage for an unarmed strike, you can expend a bardic inspiration and add it to the result of your roll.

GLORIOUS PURPOSE

You have trained to overcome any obstacle that may stand in the path of your glorious legend. When you join this College at 3rd level, you gain proficiency in Athletics and you have advantage on saving throws to resist being frightened.

EXTRA ATTACK

Beginning at 6th level, you can attack twice, instead of once, when you take the Attack action on your turn. Moreover, you can cast one of your cantrips in place of one of those attacks.

HERO OF LEGEND

You take up the mantle of a legendary hero. Starting at 14th level, you can use a bonus action to take on a heroic form, gaining the following benefits for 1 minute:

- You gain temporary hit points equal to your bard level.
- You can take the Dash action as a bonus action so long as you end your movement closer to a hostile creature.
- As a reaction when a creature targets you with a melee attack, you can make one attack against that creature.

Once you use this feature you must finish a short or long rest before you can do so again.

PARAGON OF GLORY

Your desire to become a true legend will never die. Beginning at 14th level, you are immune to the frightened condition, and whenever you make a death saving throw you can choose to expend a bardic inspiration and add it to your roll.





COLLEGE OF RADIANCE

Worship takes on many forms across the multiverse; the quiet contemplation of the monastic hermit, the insightful guidance of the temple priest, the resolute dedication of the faith-filled zealot, and the impassioned preacher spreading the tenants of their faith across the land with word and song.

Radiance bards are devout preachers of the divine, and all their performances sing the praise of their deity. For good or ill, these bards use the power of their voice to further the will of their god, and inspire devotion in their mortal followers.

COLLEGE OF RADIANCE FEATURES

Bard Level	Feature
3rd	Divine Revelation, Words of Healing
6th	Chorus of the Divine
14th	Beatific Vision

DIVINE REVELATION

Your deity has blessed you with a measure of their divine power in return for your service. When you join this College at 3rd level, choose a Divine Domain from the cleric class that best fits the deity you serve. When you learn a bard spell, you can choose the spell from spell list of your Divine Domain, the cleric spell list, or the bard spell list. You must otherwise obey all restrictions for learning a new spell. Upon learning a new spell in this way it becomes a bard spell for you.

You also gain proficiency in the Religion skill and can add double your proficiency bonus to any Intelligence (Religion) check you make related to your deity and their teachings.

WORDS OF HEALING

Starting at 3rd level, the divine power you serve empowers your healing. When you cast a spell of 1st-level or higher that restores hit points to a creature, they regain additional hit points equal to your Charisma modifier (minimum of 1).

CHORUS OF THE DIVINE

Your faith empowers your magic. Beginning at 6th level, when you use your Countercharm feature, you can expend a use of bardic inspiration to empower it with one of the following celestial effects:

Guidance. Creatures of your choice under the effect of your Countercharm gain a bonus to their next ability check, attack roll, or saving throw they make before the start of your next turn equal to your Charisma modifier (minimum of +1)

Judgement. A creature of your choice within 30 feet that can hear you must make a Wisdom saving throw. On a failed save, they are frightened of you until the start of your next turn. If a creature's saving throw is successful, or the effect ends for it, it is immune to this effect for the next 24 hours.

Protection. Creatures of your choice under the effect of your Countercharm gain resistance to necrotic and radiant damage, and their maximum hit points can't be reduced.

Restoration. When you begin your Countercharm, roll a bardic inspiration die. As part of the same action you can distribute temporary hit points equal to the amount you rolled on the bardic inspiration die to creatures of your choice under the effect of your Countercharm.

BEATIFIC VISION

Your connection to the divine is so strong that you can allow the power of your deity to shine forth from you, causing your enemies to falter. Upon reaching 14th level, when you cast a spell of 1st-level or higher that forces a creature to make a saving throw, you can expend a use of bardic inspiration to impose disadvantage on one target's saving throw.

You can expend more than one bardic inspiration as part of this ability, imposing disadvantage on one creature's saving throw for each additional bardic inspiration you expend.



THE COLLEGE OF REVELRY

Some bards have a way of becoming the center of attention wherever they go. They enjoy the after parties more than their performances, and it is rare that they turn down an invitation for a good time. From formal of banquets of royalty to the harvest celebrations of small farming towns, Revelry bards live for parties and hedonistic gatherings of all kinds.

COLLEGE OF REVELRY FEATURES

Bard Level Feature

3rd	Charming Presence, Depraved Enchantments
6th	Stirring Performance
14th	Hedonistic Trance

CHARMING PRESENCE

Upon joining the College of Revelry at 3rd level, your natural charisma makes other people uniquely comfortable around you. You gain proficiency in the Persuasion skill. If you are already proficient in Persuasion you instead gain proficiency in your choice of Deception, Performance, or Sleight of Hand.

If you are currently carousing with a creature, you have advantage on any Deception, Performance, Persuasion, or Sleight of Hand checks you make directed at that creature.

For the purposes of this feature, carousing could be any of the following activities: drinking, dancing, feasting, partying, gambling, and any other activity that lowers inhibitions.

DEPRAVED ENCHANTMENTS

Starting at 3rd level, your very voice drips with debilitating pleasure and weakens the mental resolve of your foes. When you cast an enchantment spell of 1st-level or higher that has a verbal component, you can expend a use of bardic inspiration to impose disadvantage on the target's saving throw.

STIRRING PERFORMANCE

Your presence during rests enlivens your allies and assuages their worries. Beginning at 6th level, creatures that benefit from your Song of Rest during a short rest regain additional hit points equal to your Charisma modifier (minimum of 1).

Also, any creature that benefits from your Song of Rest during a short rest has advantage on the first ability check, attack roll, or saving throw they make after their short rest.

HEDONISTIC TRANCE

Your words and songs send creatures into a state of ecstasy. Starting at 14th level, you can use your action to expend a bardic inspiration and force a creature that can hear you within 30 feet to make a Wisdom saving throw. On a failed save, the creature is stunned for one minute. If the creature takes damage, they may immediately repeat the saving throw, ending the effect on a success. If the creature's saving throw is successful, or the effect ends for it, it is immune to the effects of your Hedonistic Trance for the next 24 hours.

While stunned, the creature is in state of pure ecstasy of your choosing. It could be a drunken stupor, uncontrollable laughter, sensual hallucinations, or overwhelming pleasure.

When you use this feature, you can choose to expend an additional use of bardic inspiration to impose disadvantage on the target's initial saving throw.





THE COLLEGE OF THE WILDS

Some bards are so inspired by the majesty of nature that they draw their musical magic from nature itself. Often more at home in nature than on the stage, bards who join the College of the Wilds feel a special kinship with plants and animals of all kinds. They can use their enchanting music to soothe even the most savage beasts, turning them from enemy to ally.

COLLEGE OF THE WILDS FEATURES

Bard Level Feature

3rd	Friend of Nature, Bestial Inspiration
6th	Wild Companion
14th	Soothe the Savage Beast

FRIEND OF NATURE

When you join this College at 3rd level, you gain the skills to charm and subdue plants and animals of all kinds. You gain proficiency in both Animal Handling and Performance, and Animal Handling becomes a Charisma-based skill for you.

Also, when you cast an enchantment spell that can target only humanoids, you can target beasts and plants as well.

BESTIAL INSPIRATION

Starting at 3rd level, you can use a bonus action to expend a bardic inspiration and grant one of the bestial effects below to a creature within 60 feet. These abilities last for one hour, and end early if the creature chooses to end the effect, you grant them another bestial ability, or they are incapacitated.

Flight of the Squirrel. The creature sprouts lightweight flaps or fins. When they fall, they can subtract 60 feet from their fall when calculating fall damage, and they can move horizontally 2 feet for every 1 foot they fall.

Grip of the Monkey. The creature gains the ability to grip almost any surface. They gain a 30 foot climbing speed and have advantage on Strength (Athletics) checks to grapple.

Speed of the Deer. The creature's legs grow and their pace quickens. Their movement speed increases by 15 feet.

Swiftess of the Dolphin. The creature grows webbing between their digits. They gain a 30 foot swimming speed and can hold their breath underwater for up to 1 hour.

WILD COMPANION

Beginning at 6th level, when you finish a long rest, you can call a creature of the wild to you. A beast or plant of your choice native to the area appears and is friendly to you and your companions and obeys you completely. In combat, it shares your turn in initiative order, and can move and use its reaction on its own, but it can only take the dodge action unless you use your bonus action to command it to take the an action from its stat block or another action.

Your bard level determines the maximum CR of the beast or plant you can summon, as shown in the Companion table.

Bard Level	Max. CR	Example Companions
6th	1	Brown Bear, Vine Blight
14th	2	Awakened Tree, Giant Elk
17th	4	Elephant, Giant Scorpion

If your companion has died within the past hour, you can touch it and expend a spell slot of 1st-level or higher and it returns to life with all of its hit points restored. You can only control one Companion at a time with this feature. Calling a second Companion causes the first to flee into the wild.

SOOTHE THE SAVAGE BEAST

Your mastery of music and intimate knowledge of wild beasts allows you to soothe any creature, no matter how savage they are. Starting at 14th level, you can target monstrosities with enchantment spells that normally target only humanoids.

Also, you learn the *dominate beast* spell. It counts as a bard spell for you, but it doesn't count against your total number of Spells Known. You can cast *dominate beast* once at 4th-level, without expending a spell slot. Once it is cast in this way, you must finish a short or long rest before you can do so again.

WILD COMPANIONS

Work with your game master on which beasts and plants would be native to certain environments. There should be creatures available for you to call in all but the most extreme environments.





BARD COLLEGES

Channel the whimsy and musical might of ten new Colleges for the bard class!

*College of Anarchy - College of Command
College of the Crossroads - College of Drama
College of Eulogies - College of Fools
College of Glory - College of Radiance
College of Revelry - College of the Wilds*

Version 2.0.0

Created by [/u/laserllama](#)

Artist Credits:

Covers - [A. Steinbauer](#) - [Ellywick Tumblestrum](#)
Page 1 - [Magic: the Gathering](#) - [Unravel Madness](#)
Page 2 - [Bryan Sola](#) - [Warhorn Blast](#)
Page 3 [Dmitri Burmak](#) - [Captive Audience](#)
Page 4 - [John Avon](#) - [Thespian's Stage](#)
Page 5 - [Irina Kuzmina](#) - [Piper of the Swarm](#)
Page 6 - [Eryn Fong](#) - [Temple Thief](#)
Page 7 - [Dmitri Burmak](#) - [Arni Brokenbrow](#)
Page 8 - [Micah Epstein](#) - [Garth One-Eye](#)
Page 9 - [Johannes Voss](#) - [The Endless Dance](#)
Page 10 - [Jason Rainville](#) - [Hymn of the Wilds](#)

Additional *Laserllama* Homebrew content, including classes, subclasses, and player races, can be found for free on [GM Binder](#).

Like what you see? Support me on [Patreon](#)!

